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**1** The cost of conservative synchronization in parallel discrete event simulations

David M. Nicol

April 1993 **Journal of the ACM (JACM)**, Volume 40 Issue 2

Full text available: pdf(2.11 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This paper analytically studies the performance of a synchronous conservative parallel discrete-event simulation protocol. The class of models considered simulates activity in a physical domain, and possesses a limited ability to predict future behavior. Using a stochastic model, it is shown that as the volume of simulation activity in the model increases relative to a fixed architecture, the complexity of the average per-event overhead due to synchronization, event list manipulation, looka ...

**Keywords**: conservative synchronization

**2** Performance bounds on parallel self-initiating discrete-event simulations

David M. Nicol

January 1991 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 1 Issue 1

Full text available: pdf(1.74 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This paper considers the use of massively parallel architectures to execute discrete-event simulations of what we term "self-initiating" models. A logical process in a self-initiating model schedules its own state reevaluation times, independently of any other logical process, and sends its new state to other logical processes following the reevaluation. Our interest is in the effects of that communication on synchronization. Using a model that idealizes the communication topolo ...

**Keywords**: parallel simulation, synchronization protocol

**3** Parallel simulation of a high speed LAN

R. Rönngren, H. Rajaei, A. Popescu, M. Liljenstam, Y. Ismailov, R. Ayani

July 1994 **ACM SIGSIM Simulation Digest , Proceedings of the eighth workshop on Parallel and distributed simulation**, Volume 24 Issue 1

Full text available: pdf(483.99 KB) Additional Information: full citation, abstract, references, index terms

Simulation of communication networks is often time consuming. Parallel simulation may be used to reduce the execution time of such a simulator. However, efficient modeling and simulation of such complex applications is not a trivial task. In this paper, we discuss the results of simulating a multigigabit/s network using both an optimistic and a conservative scheme. Our experimental result on a shared memory multiprocessor indicates that the conservative approach is superior to the optimisti ...

4 MIMD parallel simulation of circuit-switched communication networks

David Nicol, Albert Greenberg, Boris Lubachevsky

December 1992 **Proceedings of the 24th conference on Winter simulation**

Full text available: pdf(758.99 KB) Additional Information: full citation, references, citings, index terms

5 Optimistic simulation of parallel message-passing applications

Thomas Phan, Rajive Bagrodia

May 2001 **Proceedings of the fifteenth workshop on Parallel and distributed simulation**

Full text available: pdf(719.72 KB) Publisher Site Additional Information: full citation, abstract, references, index terms

*Optimistic techniques can improve the performance of discrete-event simulations, but one area where optimistic simulators have been unable to show performance improvement is in the simulation of parallel programs. Unfortunately parallel program simulation using direct execution is difficult: the use of direct execution implies that the memory and computation requirements of the simulator are at least as large as that of the target application, which restricts the target systems and applica ...*

6 Supercritical speedup

David Jefferson, Peter Reiher

April 1991 **Proceedings of the 24th annual symposium on Simulation**

Full text available: pdf(983.59 KB) Additional Information: full citation, references, citings, index terms

7 Parallel timing simulation on a distributed memory multiprocessor

Chih-Po Wen, Katherine A. Yelick

November 1993 **Proceedings of the 1993 IEEE/ACM international conference on Computer-aided design**

Full text available: pdf(652.49 KB) Additional Information: full citation, references, citings

8 Parallel VHDL simulation

E. Naroska

February 1998 **Proceedings of the conference on Design, automation and test in Europe**

Full text available: pdf(203.26 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

In this paper we evaluate parallel VHDL simulation based on conservative parallel discrete event simulation (conservative PDES) algorithms. We focus on a conservative simulation algorithm based on critical and external distances. This algorithm exploits the interconnection structure within the simulation model to increase parallelism. Further, a general method is introduced to automatically transform a VHDL model into a PDES model.

Additionally, we suggest a method to further optimize parallel s ...

**Keywords**: Conservative Parallel VHDL simulation, parallel discrete event simulation, PDES

**9** Performance Experiments with the High Level Architecture and the Total Airport and Airspace Model (TAAM)

David J. Bodoh, Dr. Frederick Wieland

June 2003 **Proceedings of the seventeenth workshop on Parallel and distributed simulation**

Full text available: pdf(238.16 KB) Publisher Site

Additional Information: full citation, abstract, index terms

As it was originally envisioned and commonly used, theHLA is a mechanism for interconnecting disparatesimulations over a network. Its main application has beendistributed wargaming, where simulations prepared bydifferent organizations are combined in a virtualenvironment for a specific training exercise or studyobjective. The individual simulations are called federatesin the HLA world, while the collection of federates thatinteroperate in the virtual world is called a federation.The HLA specifie ...

**10** An experimental distributed modeling system

Gary J. Nutt

April 1983 **ACM Transactions on Information Systems (TOIS)**, Volume 1 Issue 2

Full text available: pdf(1.69 MB) Additional Information: full citation, references, index terms

**11** Consistency maintenance in multiresolution simulation

Paul F. Reynolds, Anand Natrajan, Sudhir Srinivasan

July 1997 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 7 Issue 3

Full text available: pdf(302.67 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Simulations that run at multiple levels of resolution often encounter consistency problems because of insufficient correlation between the attributes at multiple levels of the same entity. Inconsistency may occur despite the existence of valid models at each resolution level. Cross-Resolution Modeling (CRM) attempts to build effective multiresolution simulations. The traditional approach to CRM—aggregation-disaggregation—causes chain disaggregation and puts an unacceptable burde ...

**Keywords**: consistency, methodologies, modeling maintenance, multiple resolution entity, multiresolution modeling, multiresolution simulation

**12** Mobile Ad Hoc Networks: A cooperative cache architecture in support of caching multimedia objects in MANETs

W. H. O. Lau, M. Kumar, Svetha Venkatesh

September 2002 **Proceedings of the 5th ACM international workshop on Wireless mobile multimedia**

Full text available: pdf(490.39 KB) Additional Information: full citation, abstract, references, index terms

This paper presents a cooperative caching architecture suitable for continuous media (CM) proxy caching in MANET environments. The proposed scheme introduces an **application manager** component, which is interposed between traditional Internet CM applications and the network layer. The application manager transparently performs data location and service

migration of active CM streaming sessions so as to exploit nearby data sources based on the dynamic topology of a MANET. We propose two data ...

**Keywords**: QoS, caching, continuous media streaming, mobile ad-hoc networks, service migration

13 Special issue on wireless pan & sensor networks: CAPTURE: location-free contact-assisted power-efficient query resolution for sensor networks

Ahmed Helmy

January 2004 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 8 Issue 1

Full text available: pdf(844.09 KB) Additional Information: full citation, abstract, references

Queries and small transfers are likely to constitute a significant portion of the flows in emerging classes of sensor networks. Route discovery for such queries incurs much more communication overhead than the actual data transfer. Especially for large-scale sensor networks, it is quite costly to establish shortest path routes for such types of requests. Flooding-based approaches for routing are designed to search for high quality routes. Such approaches may be suitable for prolonged transfers, ...

14 Path selection methods with multiple constraints in service-guaranteed WDM networks

Admela Jukan, Gerald Franzl

February 2004 **IEEE/ACM Transactions on Networking (TON)**, Volume 12 Issue 1

Full text available: pdf(691.03 KB) Additional Information: full citation, abstract, references, index terms

We propose a new approach to constraint-based path selection for dynamic routing and wavelength allocation in optical networks based on WDM. Our approach considers service-specific path quality attributes, such as physical layer impairments, reliability, policy, and traffic conditions, and uses a flooding-based transfer of path information messages from source to destination to find multiple feasible paths. It is fully decentralized, as it uses local network state information. To better understa ...

**Keywords**: constraint-based routing, electronic regeneration, end-to-end provisioning, quality of service (QoS), wavelength assignment (RWA), wavelength shifting

15 Comparative performance of circuit-switched networks based on blocking probability

C. Hein

August 1989 **Proceedings of the 1989 ACM/IEEE conference on Supercomputing**

Full text available: pdf(908.65 KB) Additional Information: full citation, abstract, references, index terms

A class of dynamic parallel processor interconnection networks, called circuit-switched networks, are composed of layers of small crossbar elements. Although such networks provide full connectivity, they are often called blocking networks, since contentions for network links sometimes block message pathways. The results from a study are reported in which the goal was to determine the effect of variations in a network's topology to aid in the selection of more optimal architectures. Three ap ...

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**1** Advanced tutorials: Parallel simulation: parallel and distributed simulation systems

Richard M. Fujimoto

December 2001 **Proceedings of the 33nd conference on Winter simulation**

Full text available: pdf(255.36 KB) Additional Information: full citation, abstract, references, index terms

Originating from basic research conducted in the 1970's and 1980's, the parallel and distributed simulation field has matured over the last few decades. Today, operational systems have been fielded for applications such as military training, analysis of communication networks, and air traffic control systems, to mention a few. This tutorial gives an overview of technologies to distribute the execution of simulation programs over multiple computer systems. Particular emphasis is placed on synchro ...

**2** Concurrent simulation: an alternative to distributed simulation

Douglas W. Jones

December 1986 **Proceedings of the 18th conference on Winter simulation**

Full text available: pdf(810.91 KB) Additional Information: full citation, abstract, references, citings, index terms

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**3** Parallel discrete event simulation

Richard M. Fujimoto

October 1990 **Communications of the ACM**, Volume 33 Issue 10

Full text available: pdf(7.32 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Parallel discrete event simulation (PDES), sometimes called distributed simulation, refers to the execution of a single discrete event simulation program on a parallel computer. PDES has attracted a considerable amount of interest in recent years. From a pragmatic standpoint, this interest arises from the fact that large simulations in engineering, computer science, economics, and military applications, to mention a few, consume enormous amounts of time on sequential machines. From an acade ...

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Jain J. Wang, Marc Abrams
December 1992 **Proceedings of the 24th conference on Winter simulation**
Full text available: pdf(876.93 KB) Additional Information: full citation, references, citings, index terms

5 Emerging Methods: Time-parallel simulation with approximative state matching
Tobias Kiesling, Siegfried Pohl
May 2004 **Proceedings of the eighteenth workshop on Parallel and distributed simulation**
Full text available: pdf(152.06 KB) Additional Information: full citation, abstract, references

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Maria Hybinette, Richard M. Fujimoto
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Full text available: pdf(1.88 MB) Additional Information: full citation, abstract, references, index terms

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**Keywords**: Cloning, multiprocessors, parallel algorithms, parallel simulation, pruning

8 Parallel logic simulation of VLSI systems
Mary L. Bailey, Jack V. Briner, Roger D. Chamberlain
September 1994 **ACM Computing Surveys (CSUR)**, Volume 26 Issue 3
Full text available: pdf(3.74 MB) Additional Information: full citation, abstract, references, citings, index terms

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**9** Determining initial states for time-parallel simulations

Jain J. Wang, Marc Abrams

July 1993 **ACM SIGSIM Simulation Digest , Proceedings of the seventh workshop on Parallel and distributed simulation**, Volume 23 Issue 1

Full text available: pdf(756.46 KB) Additional Information: full citation, abstract, references, citings, index terms

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**10** Logical process size in parallel simulations

Fang Hao, Karen Wilson, Richard Fujimoto, Ellen Zegura

November 1996 **Proceedings of the 28th conference on Winter simulation**

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Peter L. Reiher

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**12** Parallel and distributed discrete event simulation: algorithms and applications

Richard M. Fujimoto

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**13** Language support for parallel discrete-event simulations

Rajive L. Bagrodia

December 1994 **Proceedings of the 26th conference on Winter simulation**

Full text available: pdf(915.07 KB) Additional Information: full citation, references, citings, index terms

**14** Transparent incremental state saving in time warp parallel discrete event simulation

Robert Rönngren, Michael Liljenstam, Rassul Ayani, Johan Montagnat

July 1996 **ACM SIGSIM Simulation Digest , Proceedings of the tenth workshop on Parallel and distributed simulation**, Volume 26 Issue 1

Full text available: pdf(901.70 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

Many systems rely on the ability to rollback (or restore) parts of the system state to undo or

recover from undesired or erroneous computations. Examples of such systems include fault tolerant systems with checkpointing, editors with undo capabilities, transaction and data base systems and optimistically synchronized parallel and distributed simulations. An essential part of such systems is the state saving mechanism. It should not only allow efficient state saving, but also support efficient st ...

**Keywords**: Parallel Simulation, State Saving, Time Warp

**15** Time-Parallel Trace-Driven Simulation of CSMA/CD

Hao Wu, Richard M. Fujimoto, Mostafa Ammar

June 2003 **Proceedings of the seventeenth workshop on Parallel and distributed simulation**

Full text available: pdf(191.78 KB) Publisher Site

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Time-parallel simulation defines a methodology thatcan be applied to certain specific simulation problems. Inthis paper, we present a time-parallel approach for tracedrivensimulation of the CSMA/CD protocol. The"memoryless" property of the physical system undermoderate traffic loads allows for efficient time-parallelsimulation. We also present two optimization techniques:the estimation of idle points and the incremental fix-upcomputation. The former can improve the probability thata subtrace beg ...

**16** Nops: a conservative parallel simulation engine for TeD

Anna L. Poplawski, David M. Nicol

July 1998 **ACM SIGSIM Simulation Digest , Proceedings of the twelfth workshop on Parallel and distributed simulation**, Volume 28 Issue 1

Full text available: pdf(1.03 MB) Publisher Site

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**17** Emerging Methods: Space uncertain simulation events: some concepts and an application to optimistic synchronization

Francesco Quaglia, Roberto Beraldi

May 2004 **Proceedings of the eighteenth workshop on Parallel and distributed simulation**

Full text available: pdf(169.55 KB)

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The notion of temporal uncertainty, expressed as the possibility for an event to occur in an interval of simulation time, rather than at a specific instant, has been recently proposed and exploited in order to enhance the performance of parallel/distributed simulation systems. In this paper we propose the concept of "spatial uncertainty" expressed as the possibility for a simulation event to occur in one of a set of points within the simulated system space. How to handle/exploit space uncertain ...

**18** Simultaneous events and lookahead in simulation protocols

Vikas Jha, Rajive Bagrodia

July 2000 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 10 Issue 3

Full text available: pdf(167.29 KB)

Additional Information: full citation, abstract, references, citings, index terms

A discrete event simulation model may contain several events that have the same timestamp, referred to as simultaneous events. In general, the results of a simulation depend on the order in which simultaneous events are executed. Simulation languages and

protocols use different, sometimes ad hoc, tie-breaking mechanisms to order simulataneous events. As a result, it may be impossible to reproduce the results of a simulation model across different simulators. This article presents a systemat ...

**Keywords**: conditional event, conservative, lookahead, null message, optimistic, simulation protocols, simultaneous events, time ties, time warp

**19** Parallel simulation using conservative time windows

Rassul Ayani, Hassan Rajaei

December 1992 **Proceedings of the 24th conference on Winter simulation**

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**20** Miscellaneous II: Lookback: a new way of exploiting parallelism in discrete event simulation

Gilbert Chen, Boleslaw K. Szymanski

May 2002 **Proceedings of the sixteenth workshop on Parallel and distributed simulation**

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Lookback is defined as the ability of a logical process to change its past locally (without involving other logical processes). Logical processes with lookback are able to process out-of-timestamp order events, enabling new synchronization protocols for the parallel discrete event simulation. Two of such protocols, LB-GVT (LookBack-Global Virtual Time) and LB-EIT (LookBack-Earliest Input Time), are presented and their performance on the Closed Queuing Network (CQN) simulation is discussed. We al ...

Terms used **distributed simulation** OR **parallel simulation state variable** OR **state variables simulation time**

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**11** Fast-software-checkpointing in optimistic simulation: embedding state saving into the event routine instructions

Francesco Quaglia

May 1999 **Proceedings of the thirteenth workshop on Parallel and distributed simulation**

Full text available: pdf(724.95 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

In this paper we present a software approach, namely Fast-Software-Checkpointing (FSC), to reduce the running time of the state saving protocol in optimistic parallel discrete event simulation. The idea behind FSC is to use the instructions performed during the execution of an event as part of the state saving protocol, hence the total number of instructions due to state saving is reduced. Under FSC the time for saving the state of a logical process prior to the execution of an event e requires ...

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**14** Parallel simulation of communicating finite state machines

Carl Tropper, Azzedine Boukerche

July 1993 **ACM SIGSIM Simulation Digest , Proceedings of the seventh workshop on Parallel and distributed simulation**, Volume 23 Issue 1

Full text available: pdf(763.66 KB) Additional Information: full citation, abstract, references, citings, index terms

We describe, in this paper, a synchronization/deadlock resolution mechanism for a network of communicating finite state machines implemented on a parallel machine. As it is message-based, it is appropriate for distributed memory machines. The technique was inspired by a project at the Jet Propulsion laboratories whose goal is the specification and verification of the software used to control the interplanetary spacecraft operated by the laboratory. The network of commu ...

**15** An algorithm for parallel discrete event simulation using common memory

Bruce A. Cota, Robert G. Sargent

March 1989 **Proceedings of the 22nd annual symposium on Simulation**

Full text available: pdf(980.29 KB) Additional Information: full citation, abstract, references, citings, index terms

Most work on parallel discrete event simulation has been based on a distributed model of computation in which processes can only communicate through message passing. Here we study parallel discrete event simulation under a common memory model of computation. An algorithm for parallel discrete event simulation is developed based on the assumption that every process has direct access to the state of any other process. The objective is to avoid the high overhead associated with null messages a ...

**16** Language support for parallel discrete-event simulations

Rajive L. Bagrodia

December 1994 **Proceedings of the 26th conference on Winter simulation**

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**17** Simulation program development by stepwise refinement in UNITY

Marc Abrams, Ernest H. Page, Richard E. Nance

December 1991 **Proceedings of the 23rd conference on Winter simulation**

Full text available: pdf(912.38 KB) Additional Information: full citation, references, citings, index terms

**18** Automatic parallelization of discrete event simulation programs
Jya-Jang Tsai, Richard M. Fujimoto
December 1993 **Proceedings of the 25th conference on Winter simulation**
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*Chu-Cheow Lim; Yoke-Hean Low; Boon-Ping Gan; Jain, S.;*
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3 **Comparative study of modern heuristic algorithms to service restora in distribution systems**
*Toune, S.; Fudo, H.; Genji, T.; Fukuyama, Y.; Nakanishi, Y.;*
Power Engineering Society Winter Meeting, 2002. IEEE , Volume: 2 , 27-31 Ja 2002
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4 **Fast-software-checkpointing in optimistic simulation: embedding st saving into the event routine instructions**
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*Christoffersen, C.E.; Ozkar, M.; Steer, M.B.; Case, M.G.; Rodwell, M.;*
Microwave Theory and Techniques, IEEE Transactions on , Volume: 47 , Issue 6 , June 1999
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*Iltis, R.A.;*
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Pages:1924 - 1927

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Generation, Transmission and Distribution, IEE Proceedings- , Volume: 145 , I 5 , Sept. 1998
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[Abstract] [PDF Full-Text (325 KB)] IEEE CNF

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12 **Automatic generation control for DC-link power system**
*Fujita, G.; Shirai, G.; Yokoyama, R.;*
Transmission and Distribution Conference and Exhibition 2002: Asia Pacific. IEEE/PES , Volume: 3 , 6-10 Oct. 2002
Pages:1584 - 1588 vol.3

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